

SERVICE DELIVERY REPORT (SDR)  
Local Government Limited Gaming Impact Fund  
COUNTY ROAD AND BRIDGE, MUNICIPAL STREETS

Instructions for completing a Service Delivery Report may be found on the Department of Local Affairs website at:  
**[www.dola.state.co.us/LGS/FA/gaming.htm](http://www.dola.state.co.us/LGS/FA/gaming.htm)**

Reporting Entity (County, Municipality or Special District) Name and Address:

\_\_\_\_\_

\_\_\_\_\_

County of \_\_\_\_\_

Contact Person \_\_\_\_\_ Telephone # \_\_\_\_\_

1. Reporting Period: Year \_\_\_\_\_
- a. Month \_\_\_\_\_ OR \_\_\_\_\_
- b. Calendar Year Quarters: First \_\_\_\_\_ Second \_\_\_\_\_ Third \_\_\_\_\_ Fourth \_\_\_\_\_

**Use separate SDR for each county road/municipal street impacted by gaming traffic**

2. Road Identification (number, name and total road/street mileage): \_\_\_\_\_

3. Service Delivery Indicators:

- a. Estimate the percent of average daily traffic increase for all county roads or municipal streets during the reporting period \_\_\_\_\_ %
- b. Number of miles identified in #2 above affected by gaming related traffic \_\_\_\_\_ mi.
- c. Average daily traffic on road/street prior to October, 1997 \_\_\_\_\_
- Actual or estimate (circle one)
- d. Current average daily traffic during reporting period \_\_\_\_\_
- Actual or estimate (circle one)
- e. Change in average daily traffic (d. minus c.) \_\_\_\_\_
- f. Percentage of traffic increase (e. divided by c.) \_\_\_\_\_ %
- g. Personnel and fringe benefit costs for reporting period on all roads \$ \_\_\_\_\_
- h. Operating costs for reporting period on all roads \$ \_\_\_\_\_
- (Do not include personnel, capital outlay or debt service costs on outstanding debt)
- i. Personnel and operating costs for the reporting period (g. plus h.) \$ \_\_\_\_\_
- j. Percent of budget utilized for personnel expenses (g. divided by l.) \_\_\_\_\_ %
- k. Percent of budget utilized for operating expenses (h. divided by l.) \_\_\_\_\_ %
- l. Total mileage of all county or municipal roads (Use HUTF data) \_\_\_\_\_ mi.
- m. Unit cost per mile (i. divided by l.) \$ \_\_\_\_\_
- n. Incremental percentage increase related to gaming (f. minus a.) \_\_\_\_\_ %
- o. Per mile increase due to gaming (n. times m.) \$ \_\_\_\_\_
- p. Cost of gaming (b. times o.) \$ \_\_\_\_\_
- q. Personnel cost of gaming (p. times j.) (Enter this amount and the sum of other Road and Bridge SDR's (Line q.) completed since January 1 on line B. 1. of the Cost Recovery Form) \$ \_\_\_\_\_
- r. Operating cost of gaming (p. times k.) (Enter this amount and the sum of other Road and Bridge SDR's (Line r.) completed since January 1 on line B. 2. of the Cost Recovery Form) \$ \_\_\_\_\_